

## Amendments to the Claims

1. (Currently amended) A viewing system comprising an arrangement for producing at least one image that is perceived as three dimensional, ~~whereby~~ wherein camera or virtual camera interocular separation, ~~proportionately scaled for human interocular separation,~~ is substantially less than about 60 mm.

Q' 2. (Original) The viewing system according to Claim 1, wherein said arrangement comprises a pair of real cameras for producing the at least one three dimensional image.

3. (Original) The viewing system according to Claim 1, wherein said arrangement comprises a pair of virtual cameras for producing the at least one three-dimensional image.

4. (Currently amended) The viewing system according to Claim 1, whereby the camera or virtual camera interocular separation, ~~proportionately scaled for human interocular separation,~~ is about 2 mm or less.

5. (Original) The viewing system according to Claim 1, further comprising means for compensating the center-of-interest as to reduce convergence-accommodation conflict.

6. (Currently amended) A method of producing at least one image of a scene for being perceived autostereoscopically as three-dimensional, said method comprising the step of compensating the center-of-interest of the at least one image ~~in~~

~~such a manner as to~~ cause the residual on-screen disparity in a foreground image and in a background image of the scene to be perceived, in the presence of crosstalk between left-eye and right-eye component images of said at least one image, as blurred and not ghosted. ~~reduce convergence-accommodation conflict.~~

7. (Currently amended) The method according to Claim 6, further comprising the step of reducing camera or virtual camera interocular separation.

Q' 8. (Currently amended) The method according to Claim 7, whereby said reducing of camera or virtual camera interocular separation results in an interocular separation, ~~proportionately scaled for human interocular separation,~~ of substantially less than about 60 mm.

9. (Currently amended) The method according to Claim 7, whereby said reducing of camera or virtual camera interocular separation results in an interocular separation, ~~proportionately scaled for human interocular separation,~~ of about 2 mm or less.

10. (Original) A method of producing at least one image for being perceived as three dimensional, said method comprising the steps of:

providing a viewing system that includes a stereo display; and

configuring the viewing system such that crosstalk produced by the stereo display is perceived as foreground and background blur instead of ghosting.

11. (Original) The method according to Claim 10, wherein said stereo display comprises a suspended particle display.

12. (Original) The method according to Claim 10, wherein said stereo display comprises a reverse emulsion display.

Q! 13. (Original) The method according to Claim 10, wherein said stereo display comprises an LCD display.

14. (Original) The method according to Claim 10, wherein said stereo display comprises a holographic display.

15. (Original) The method according to Claim 10, wherein said stereo display comprises a micromirror display.

16. (Cancelled)

17. (Original) Method for rendering a visually comfortable three-dimensional image, said method comprising the steps of:

providing an arrangement for producing at least one perceptible image; and

providing an arrangement for viewing the at least one image via microstereopsis.

18. (Original) The method according to Claim 17, further comprising the step of compensating the image center-of interest prior to viewing.

19. (Original) The method according to Claim 17, whereby crosstalk produced by the image producing display is perceived as foreground and background blur instead of ghosting.

20. (Original) The method according to Claim 17, wherein:

at least two images are produced by said image producing arrangement; and

said method comprises periodic switching between said at least two images that is sufficiently rapid to produce a perceptible three-dimensional image without flicker.

21. (Original) The method accordingly to Claim 17, wherein said image-producing arrangement is adapted to be switched selectively to a static monoscopic state.

22. (Original) The method according to Claim 17, further comprising periodic switching between a left-image dynamic stereo state and a right-image state dynamic stereo state that is sufficiently rapid as to produce a perceptible three-dimensional image.

23. (Original) Apparatus for rendering a visually comfortable three-dimensional image, said apparatus comprising:

an arrangement for producing at least one perceptible image; and

an arrangement for viewing the at least one image via microstereopsis.

24. (Original) The apparatus according to Claim 23, whereby crosstalk produced by the image producing display is perceived as foreground and background blur instead of ghosting.

25. (Original) The apparatus according to Claim 23, wherein:

a' said image producing arrangement is adapted to produce at least two images; and

said apparatus further comprises an arrangement for periodically switching between said at least two images as to produce a perceptible three-dimensional image without flicker.

26. (Original) The apparatus according to Claim 23, wherein said image-producing arrangement is adapted to be switched selectively to a static monoscopic state.

27. (Original) The apparatus according to Claim 22, further comprising an arrangement for periodically switching between a left-image dynamic stereo state and a right-image dynamic stereo state sufficiently rapidly as to produce a perceptible three-dimensional image without flicker.

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